































Debris Field C	Debris Field C	Debris Field B	Debris Field B	Debris Field A	Debris Field A	HAUNTED SHIP
				HAUNTED SHIP	HAUNTED SHIP	HAUNTED SHIP

<p>HAUNTED</p>  <p>SHIP</p>	<p>Debris Field A</p> 	<p>Debris Field A</p> 	<p>Debris Field B</p> 	<p>Debris Field B</p> 	<p>Debris Field C</p> 	<p>Debris Field C</p> 
<p>HAUNTED</p>  <p>SHIP</p>	<p>HAUNTED</p>  <p>SHIP</p>	<p>HAUNTED</p>  <p>SHIP</p>				
						
						



3	3	3	3	3	3	3
3	3	3	5	5	5	5
1	1	1	1	5	5	5

3	3	3	3	3	3	3
5	5	5	5	3	3	3
5	5	5	1	1	1	1

Whistler's Luck

3

7

8

Nominal

3 2
2 2

0 to 5

6 to 8

DANGER

1 1
1 2

Fear 'n Faith

2

3

5

Nominal

1 2
2 1

0 to 3

4 to 5

DANGER

1 0
1 1

Money Pit

2

3

5

Nominal

2 1
2 1

0 to 3

4 to 5

DANGER

1 0
1 1

Dreamer's Way

3

7

8

Nominal

3 2
2 2

0 to 5

6 to 8

DANGER

1 1
1 2

Moore Trouble

2

3

5

Nominal

1 2
2 1

0 to 3

4 to 5

DANGER

1 0
1 1

Inside Out

2

3

5

Nominal

2 1
2 1

0 to 3

4 to 5

DANGER

1 0
1 1

Cargo Space

2

Cargo Space

2

Fore Gun

1
0

Aft Gun

0
1

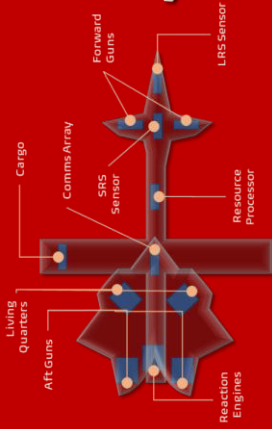
Merc Bots

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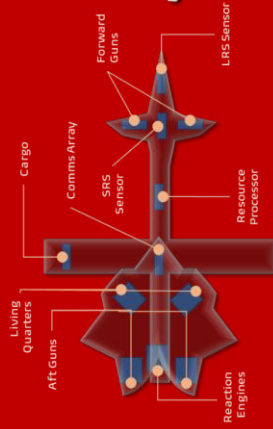
Repel Bots

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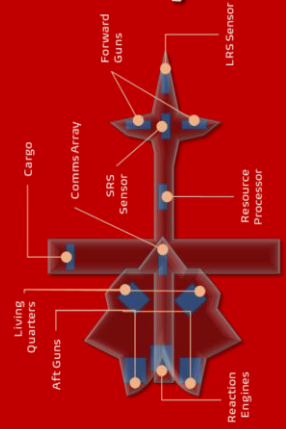
Ships



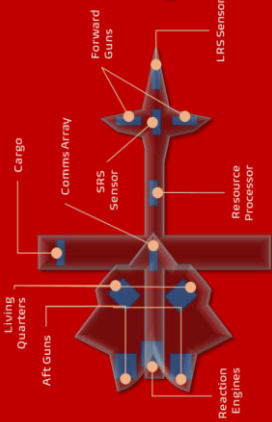
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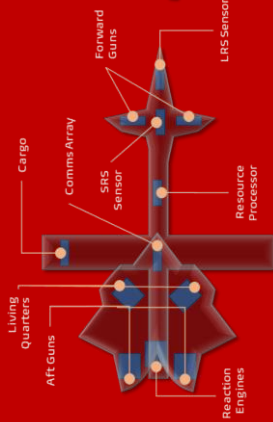
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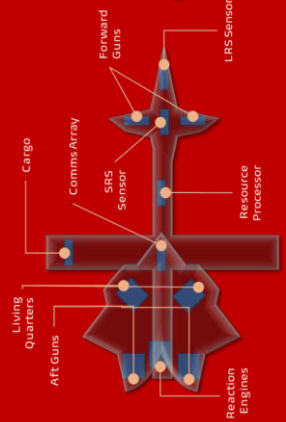
Ships



Ships



Ships



Ship Mods



Ship Mods



Ship Mods



Ship Mods



Ship Mods



Ship Mods



Nebulazer

3

7

8

Nominal

3 2

2 2

0 to 5

6 to 8

DANGER

1 1

1 2

Pieces of Ship

2

3

5

Nominal

1 2

2 1

0 to 3

4 to 5

DANGER

1 1

0 1

Nebula Russian

2

3

5

Nominal

2 2

1 1

0 to 3

4 to 5

DANGER

1 1

0 1

Taj Mahauler

3

7

8

Nominal

3 2

2 2

0 to 5

6 to 8

DANGER

1 1

1 2

Aye Patch

2

3

5

Nominal

1 2

2 1

0 to 3

4 to 5

DANGER

1 1

0 1

Arrrrrrgue

2

3

5

Nominal

2 2

1 1

0 to 3

4 to 5

DANGER

1 1

0 1

X

All that is here
Is dust in the hex

X

X

All that is here
Is dust in the hex

X

X

All that is here
Is dust in the hex

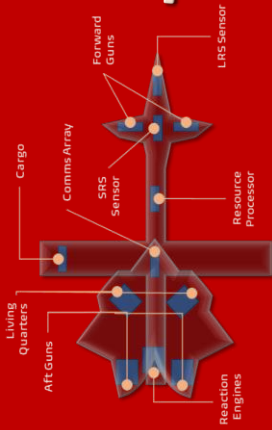
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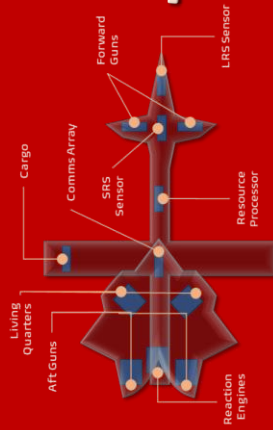
All that is here
Is dust in the hex

X

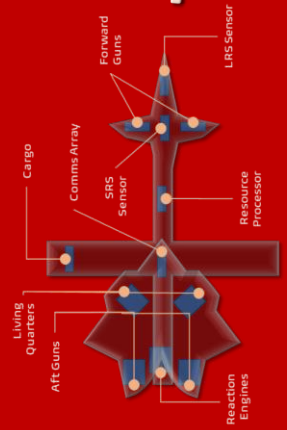
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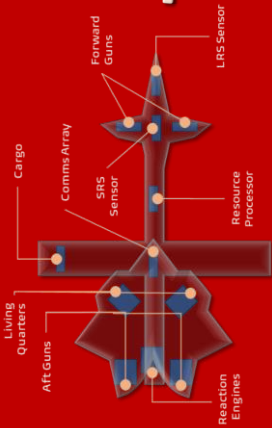
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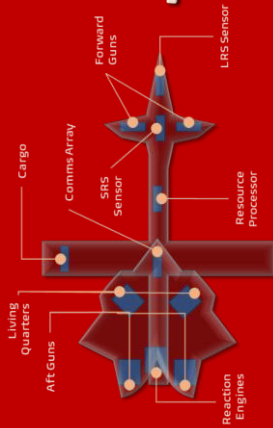
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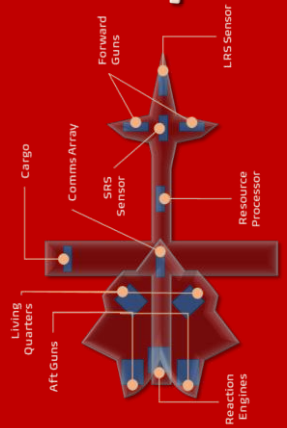
Ships



Ships



Ships



SRS

1

SRS

1

SRS

1

SRS

1

Loco Motives

3

7

8

Nominal

3 2

2 2

0 to 5

6 to 8

1 1

1 2

Space Cadet

2

3

5

Nominal

1 2

2 1

0 to 3

4 to 5

1 1

0 1

Anything Goes

2

3

5

Nominal

2 2

1 1

0 to 3

4 to 5

1 1

0 1

Witch Craft

3

7

8

Nominal

3 2

2 2

0 to 5

6 to 8

1 1

1 2

Sand Witch

2

3

5

Nominal

1 2

2 1

0 to 3

4 to 5

1 1

0 1

Spelling Bea

2

3

5

Nominal

2 2

1 1

0 to 3

4 to 5

1 1

0 1

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Ship Debris

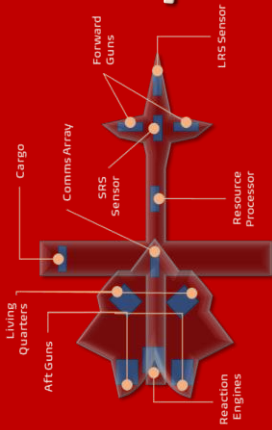
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Ruby

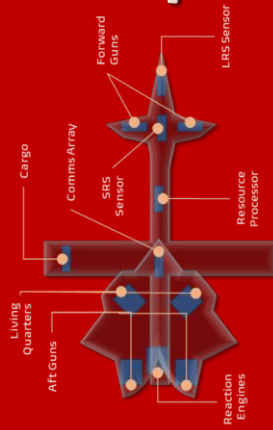
Gems be only used for purchases at TPs

02

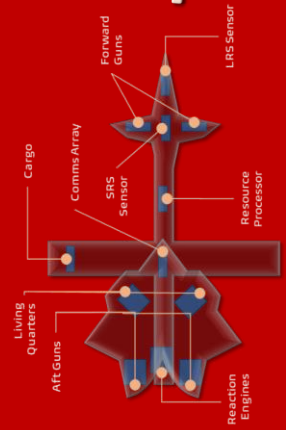
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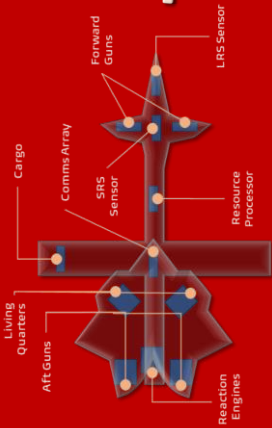
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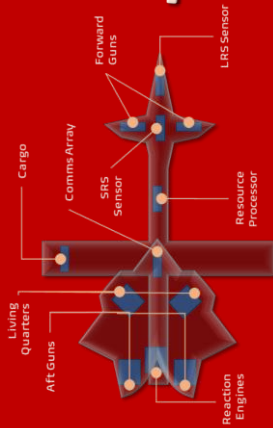
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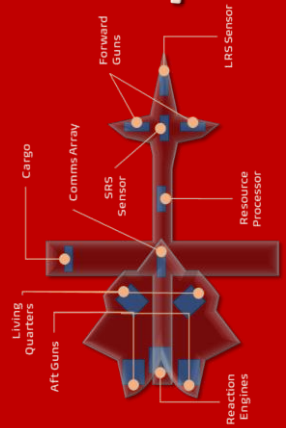
Ships



Ships



Ships



SRS

3

SRS

1
2
3

SRS

2
3

SRS

1
2
3

Fore Gun

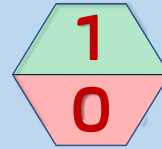
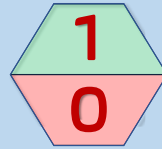
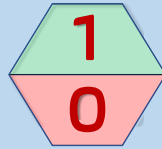
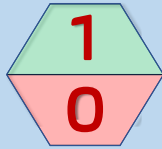
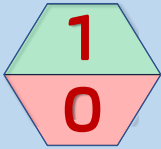
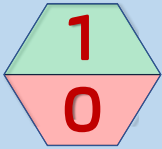
Fore Gun

Fore Gun

Fore Gun

Fore Gun

Fore Gun



Aft Gun

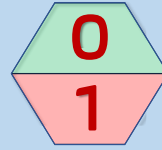
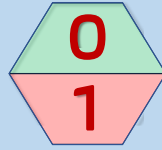
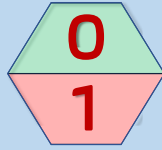
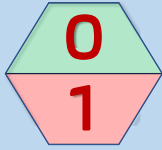
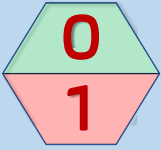
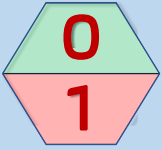
Aft Gun

Aft Gun

Aft Gun

Aft Gun

Aft Gun



Merc Bots

Merc Bots

Merc Bots

Merc Bots

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Merc Bots



Repel Bots

Repel Bots

Repel Bots

Repel Bots

Repel Bots

Repel Bots



Cargo Space

Cargo Space

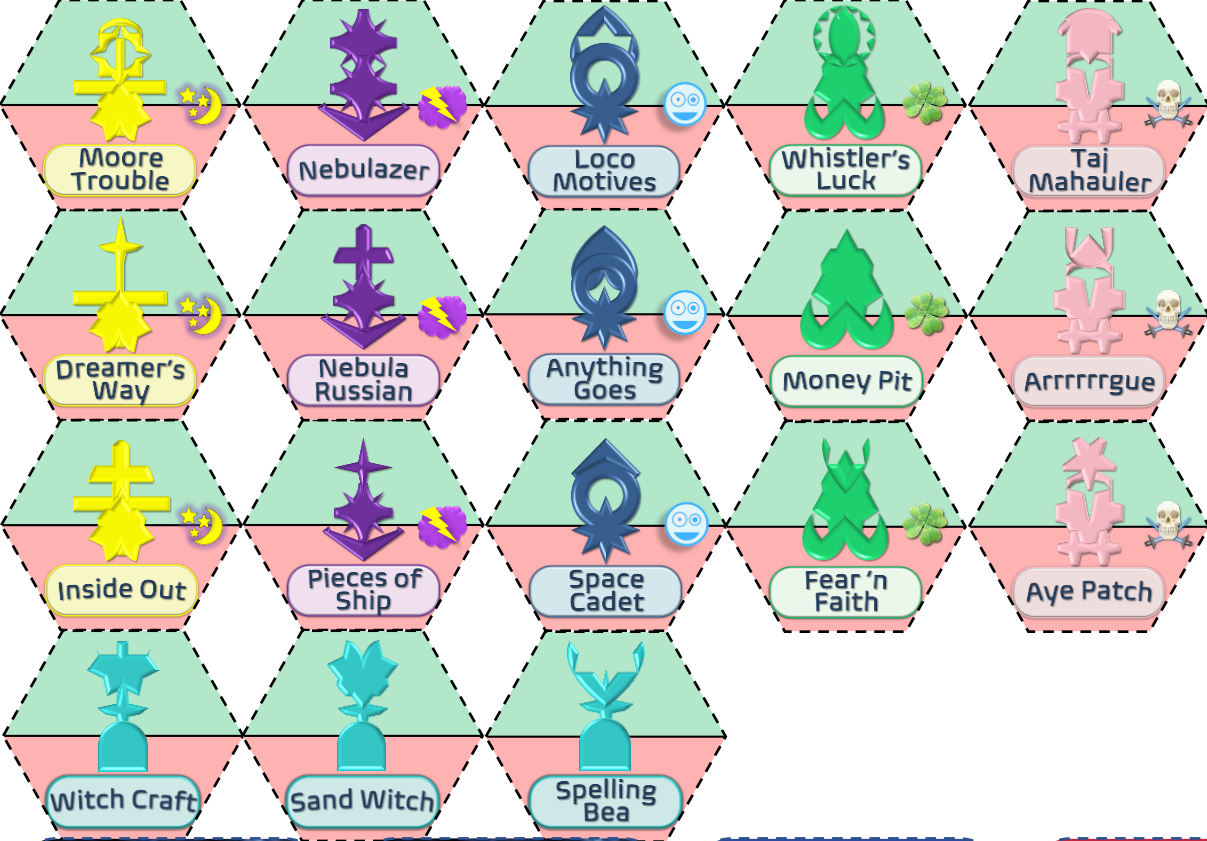
Cargo Space

Cargo Space

Cargo Space

Cargo Space





25  


Diamond




Gems may only be used for Ship Mods and Repairs

 52

Anti-Matter



 3 Damage

Turn 1

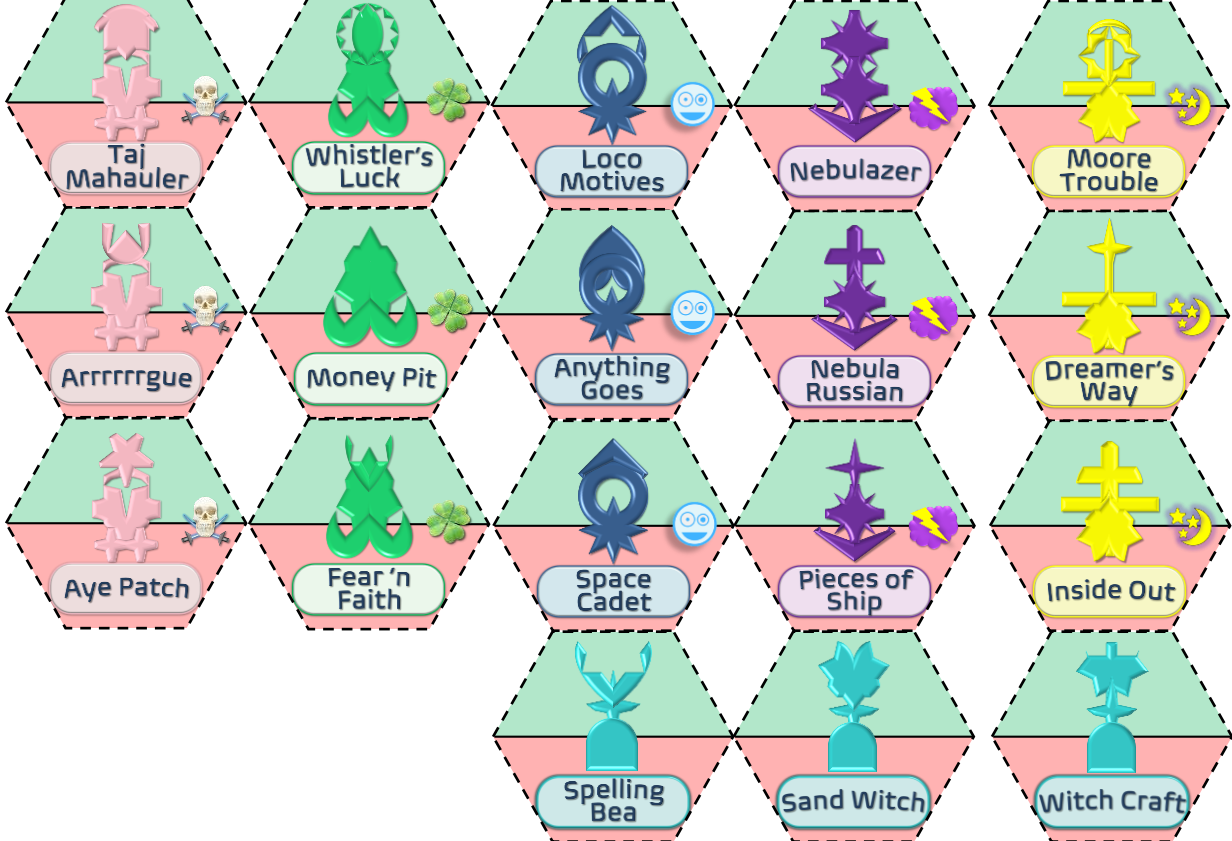
Turn 2

Turn 3

Turn 4

Turn 5

Turn 6



Turn
2

Turn
1

SRS
3

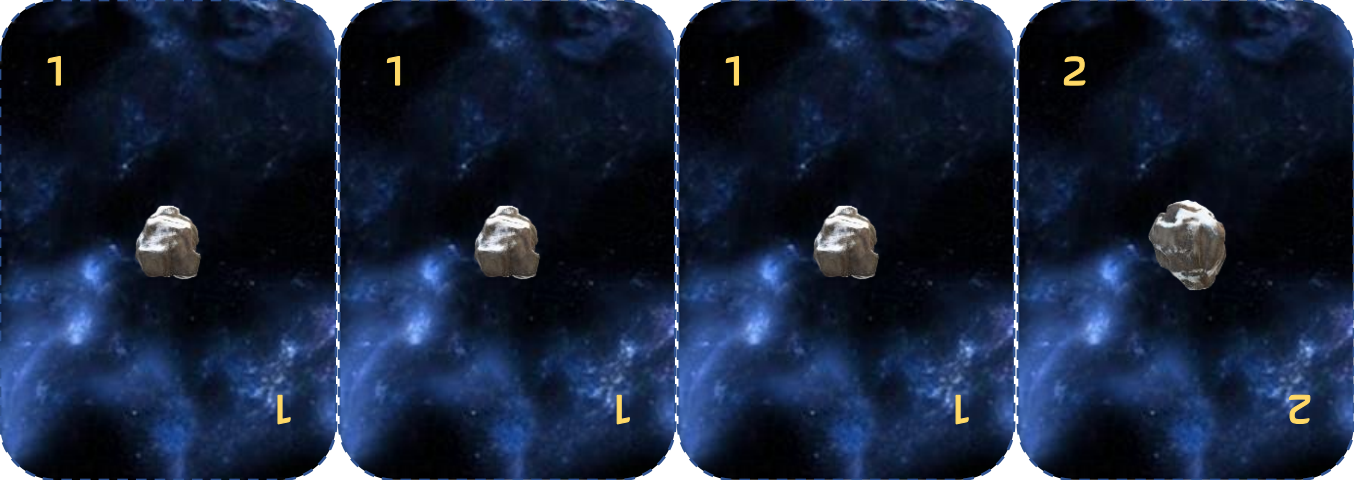
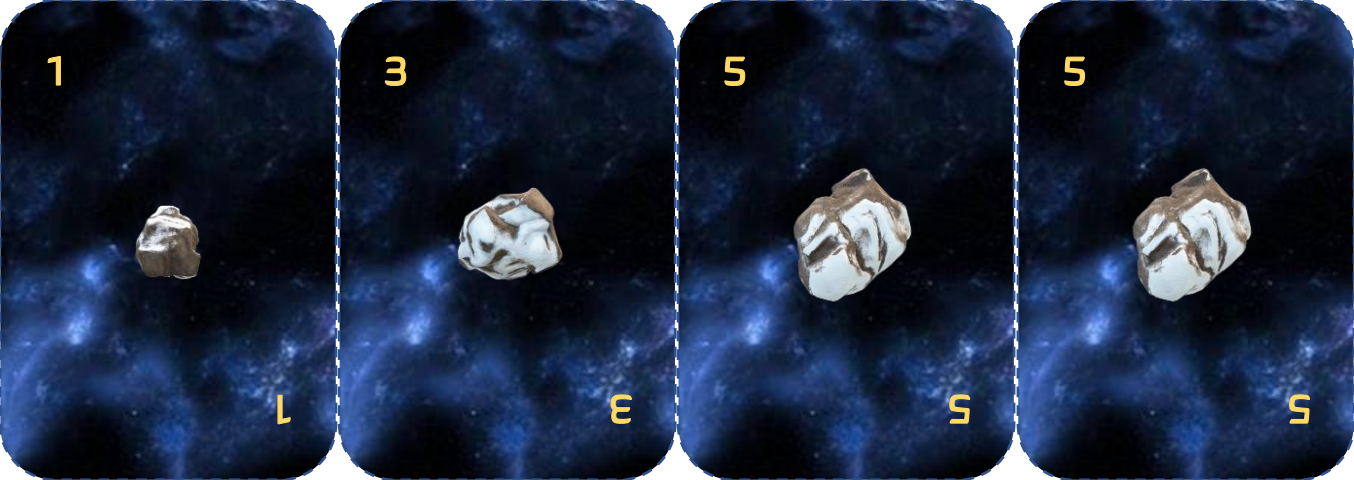
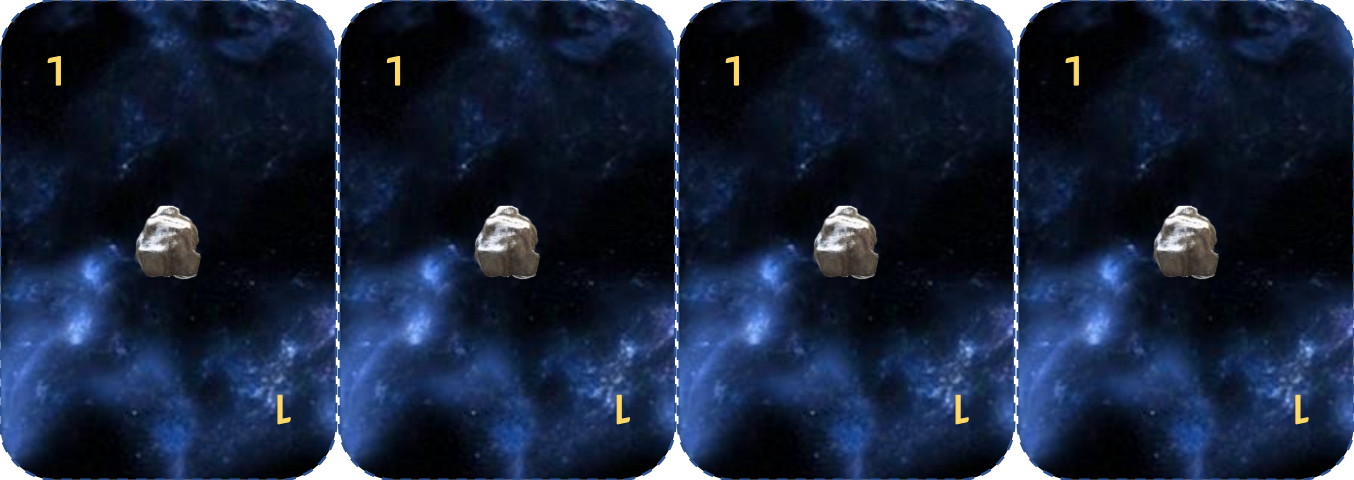
SRS
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Turn
6

Turn
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Turn
4

Turn
3



SRS

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SRS

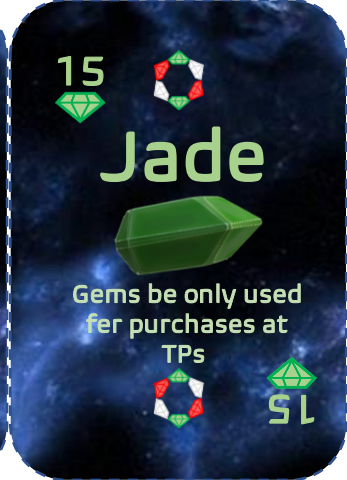
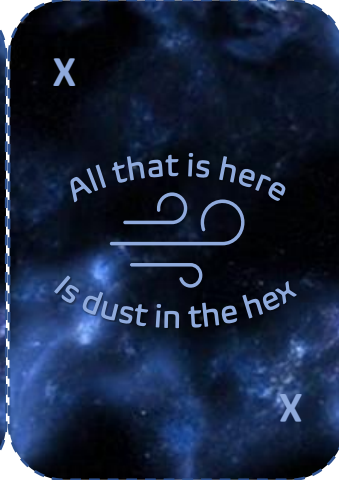
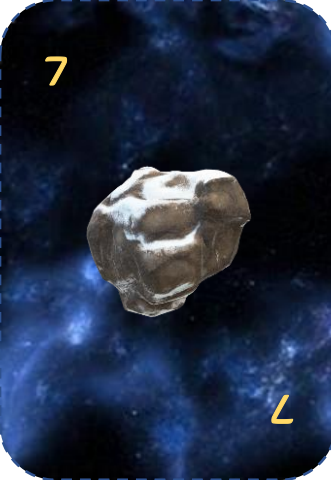
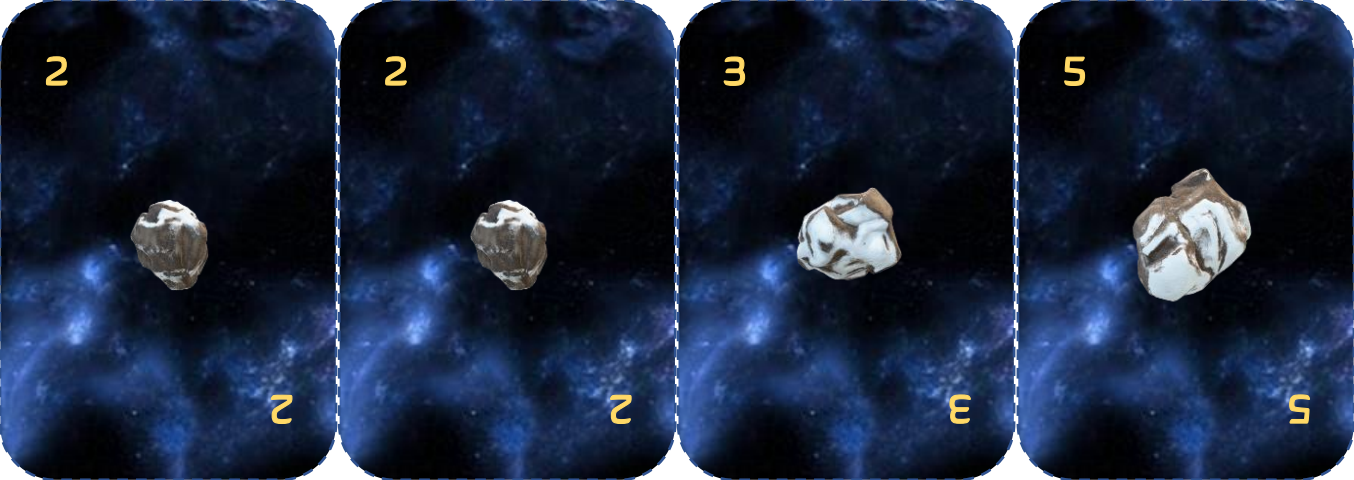
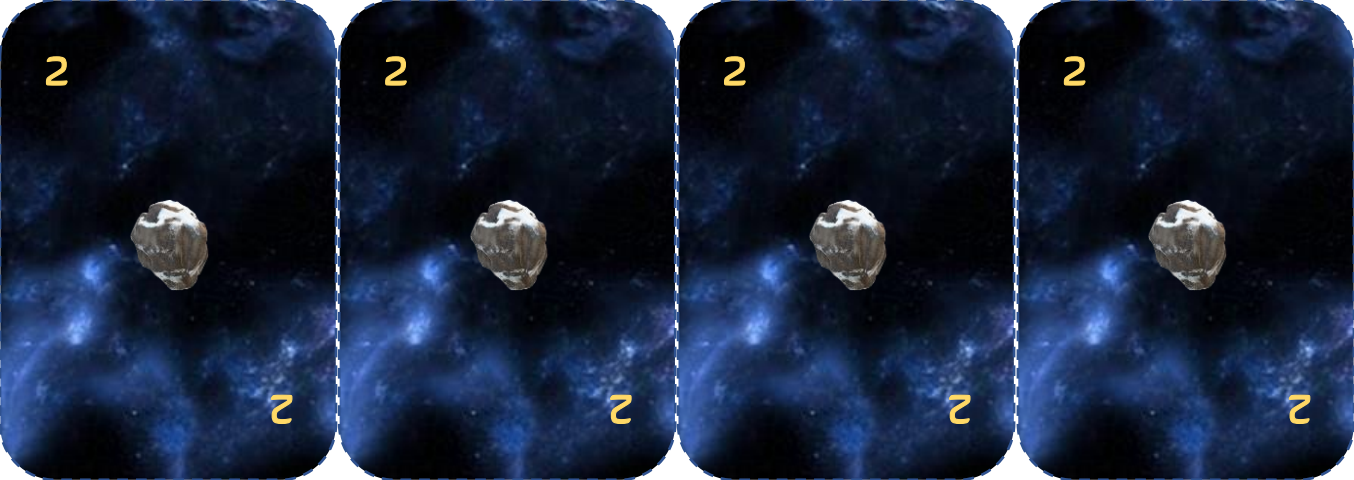
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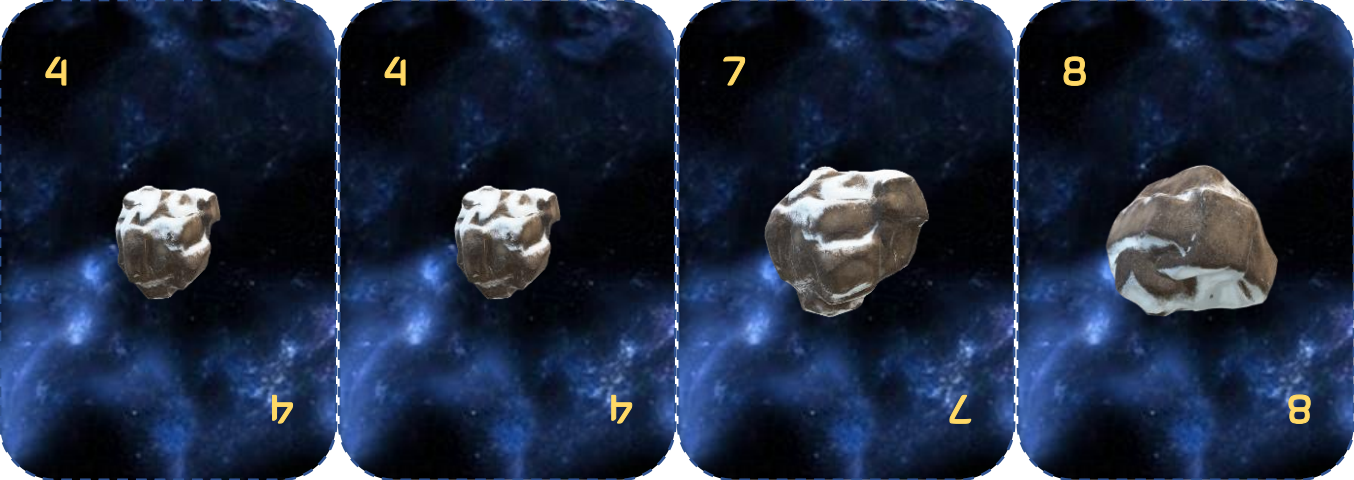
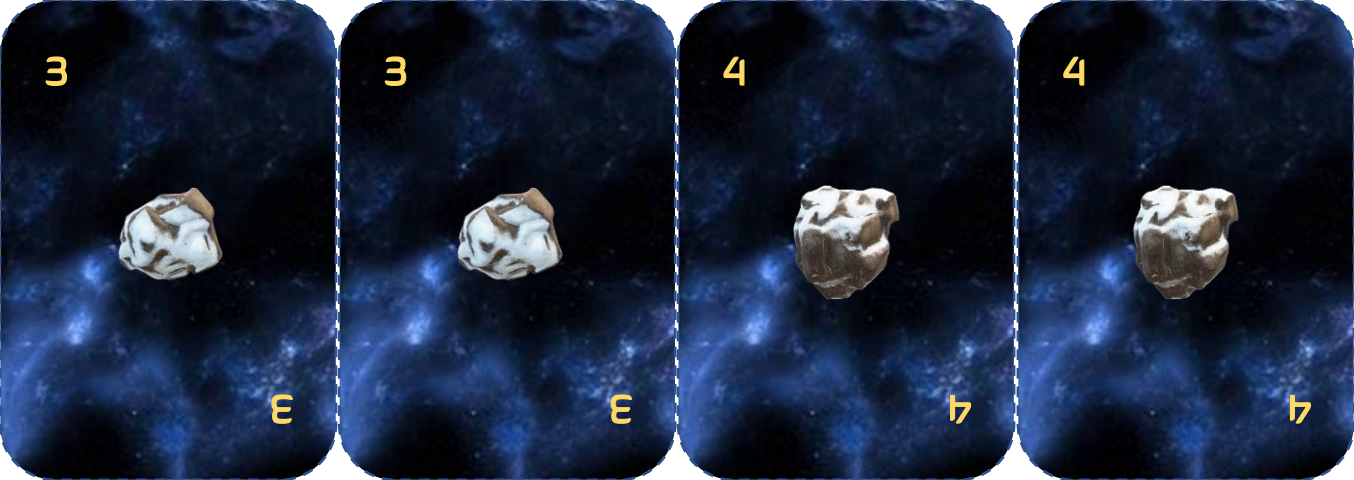
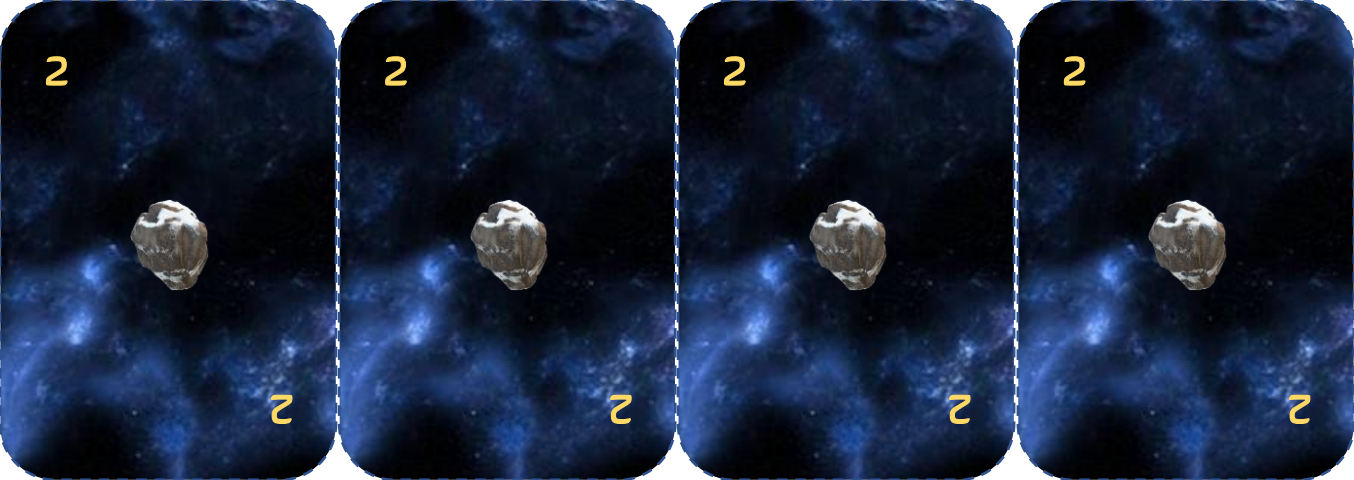
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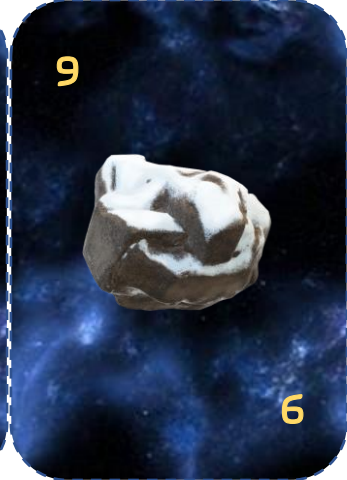
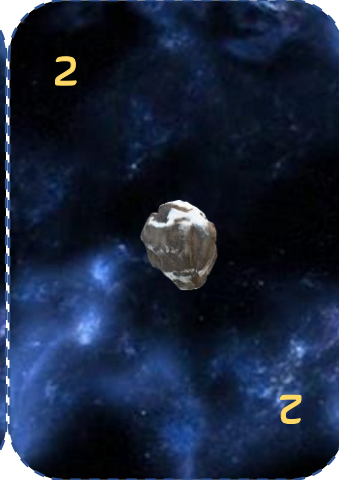
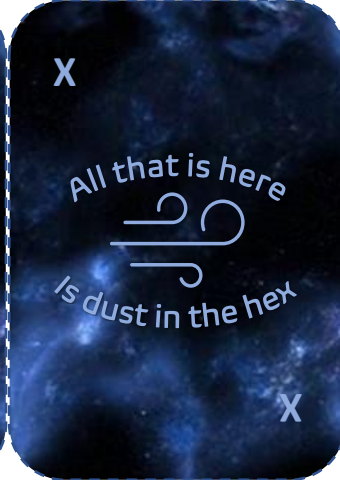
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SRS

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11



LL


15



Jade



Gems be only used
fer purchases at
TPs



SL

Gem Gale




2 Damage

Gem Gale


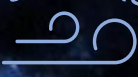


2 Damage

X



All that is here
Is dust in the hex



X

3



E

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8

9



6

9



6

11



LL

11



LL

13



EL

13



EL

SRS

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SRS

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SRS

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SRS

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SRS

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SRS

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SRS

3

Damage Value	Ship Attack	Boarding (Losing Ship) Receives 1 Damage
1 to 5	1 Damage	Randomly draw 3 cards from their Guild's Manifest
6 to 10	3 Damage	Take 3 Random Manifest Cards OR 1 Ship Mod at random from the boarded Ship
11 to 15	5 Damage	Take 3 Random Manifest Cards AND 1 Ship Mod at random from the boarded Ship
16 to 20	6 Damage	Capture the ship. All Ship Mods stay with the ship. AND
21 +	Ship Destroyed	Randomly draw 1/2 (rounded down) of that ship's Cargo Hold size from their Guild's Manifest.

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Round

All Players bid for Turn Sequence

Turn Sequence

- 1) Move all Ships, & collect new resources
- 2) Conduct Combat
- 3) Make Repairs and/or Buy Ship Mods
- 4) Discard SRS cards down to Guild Manifest limits

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Combat Summary

	Ship Attack	Boarding
Line of Sight Check	Attacker(s) can fire across multiple clear hexes	Ships must be within the same hex
Fire Arc Check	Target must be within an Attacker's green fire arc	Target is, by definition, within the Attacker's green fire arc
Separate attacks against Target's green and red zones	Yes. Attacking Ships in the Target's green zone combine into one attack, and likewise with the Target's red zone.	Not applicable; Ships within the same hex are always considered to be within each other's green zone
Eligible Attackers combine for 1 attack	Yes. If they have not participated in another attack	No, each Attacker in the Target's space may conduct a separate boarding attempt
Eligible Defenders assist in defense	Any partner guild ship with Target in their green zone can aid in defense	No, Target must rely on its own Defensive Boarding Value
Combat Value	<u>Attacker(s)</u> : Sum of green fire arc value(s) <u>Target</u> : Either green or red fire arc value plus green fire arc values of assisting Guild Ships	<u>Attacker</u> : Attacking Boarding value <u>Target</u> : Defending defender value
Damage	If Attacker(s) win, Target consults the Damage Value Table under Ship Attack	If Attacker wins, Target consults the Damage Value Table under Boarding Losing Ship of the boarding attempt takes 1 damage

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Combat Value	<u>Attacker(s)</u> : Sum of green fire arc value(s) <u>Target</u> : Either green or red fire arc value plus green fire arc values of assisting Guild Ships	<u>Attacker</u> : Attacking Boarding value <u>Target</u> : Defending defender value
Damage	If Attacker(s) win, Target consults the Damage Value Table under Ship Attack	If Attacker wins, Target consults the Damage Value Table under Boarding Losing Ship of the boarding attempt takes 1 damage

Damage Value	Ship Attack	Boarding (Losing Ship) Receives 1 Damage
1 to 5	1 Damage	Randomly draw 3 cards from their Guild's Manifest
6 to 10	3 Damage	Take 3 Random Manifest Cards OR 1 Ship Mod at random from the boarded Ship
11 to 15	5 Damage	Take 3 Random Manifest Cards AND 1 Ship Mod at random from the boarded Ship
16 to 20	6 Damage	Capture the ship. All Ship Mods stay with the ship. AND
21 +	Ship Destroyed	Randomly draw 1/2 (rounded down) of that ship's Cargo Hold size from their Guild's Manifest.

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All Players bid for Turn Sequence

Turn Sequence

- 1) Move all Ships, & collect new resources
- 2) Conduct Combat
- 3) Make Repairs and/or Buy Ship Mods
- 4) Discard SRS cards down to Guild Manifest limits

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Combat Summary

	Ship Attack	Boarding
Line of Sight Check	Attacker(s) can fire across multiple clear hexes	Ships must be within the same hex
Fire Arc Check	Target must be within an Attacker's green fire arc	Target is, by definition, within the Attacker's green fire arc
Separate attacks against Target's green and red zones	Yes. Attacking Ships in the Target's green zone combine into one attack, and likewise with the Target's red zone.	Not applicable; Ships within the same hex are always considered to be within each other's green zone
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